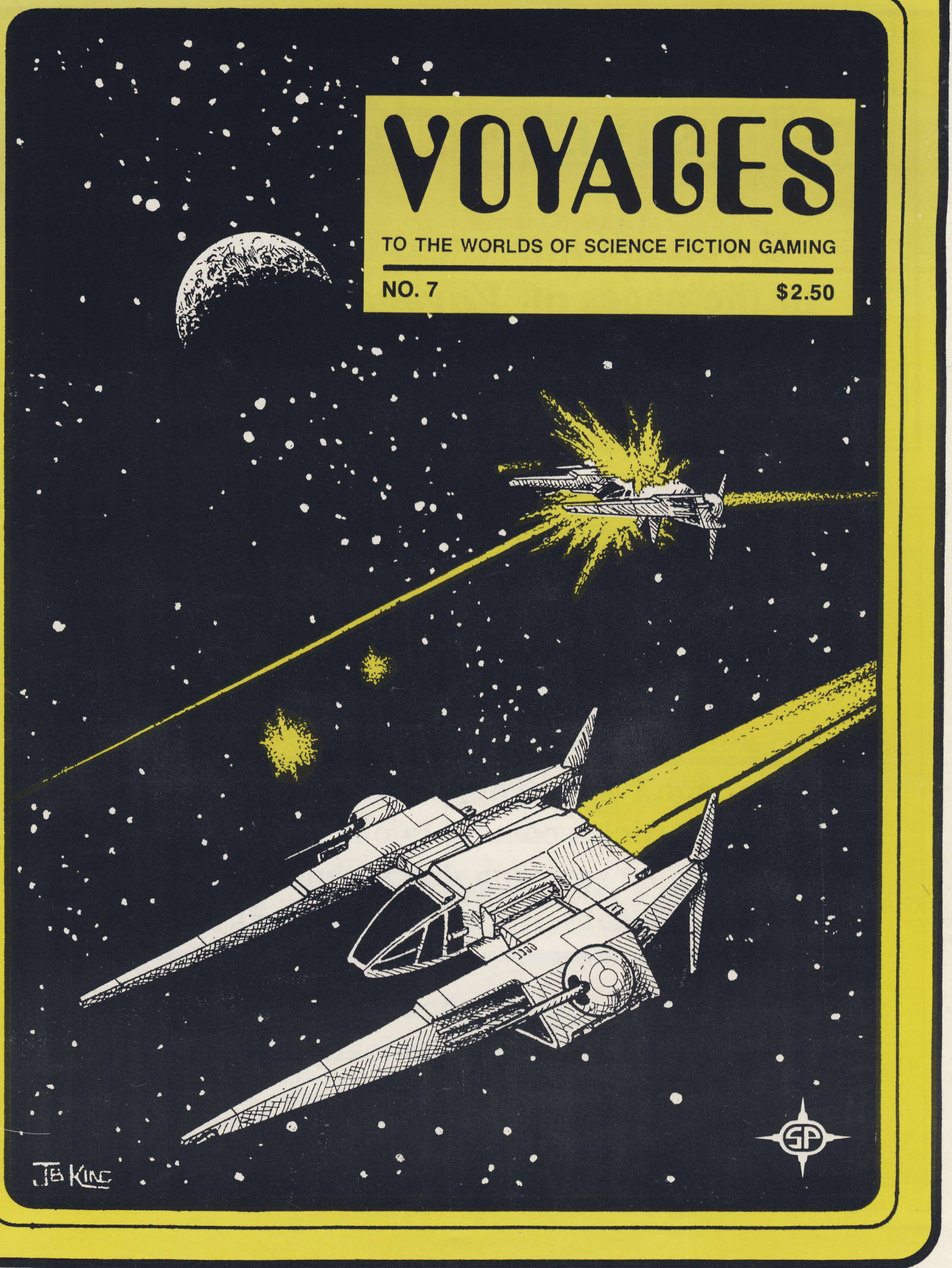
VOYAGES

TO THE WORLDS OF SCIENCE FICTION GAMING

NO. 7 $2.50



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COME ABOARD...and welcome! Perhaps I should first explain why, though you've never seen **Voyages Magazine** before, this issue is numbered with a seven. While **Voyages** is newly formatted, the magazine itself really is not new. It existed previously under a different title as an amateur publication, supporting a single game system. With our expanded coverage comes a new, more encompassing title.

Speaking of expanded coverage, we have exciting plans for the future of **Voyages**! Of course, what's in this issue is great stuff, but in future voyages you'll find fiction, illustrative presentations, at least one adventure per issue, and no less important, more pages! But our success depends on expanded circulation. If you like what you see, show **Voyages** to your friends and gaming comrades - and to your local game dealer!

In the next issue we hope to begin including a Reader Feedback Survey. But if you're of the mind, feel free to send us your opinions of this issue's contents and tell us what you'd like to see in future **Voyages**. In fact, we'd appreciate it!

James B. King

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VOYAGES

TO THE WORLDS OF SCIENCE FICTION GAMING

BIRD OF PREY 4
An alien race in detail for *MegaTraveller™* by Kirk Kading and John Fernandes

THE *ANATRA DORA* 11
A starfighter carrier for *Star Wars™* by James B. King

CARRIER ASSIGNMENT 14
Adventure aboard the *Anatra Dora*

MODIFIED SPACE COMBAT 20
Additional rules for Space Combat in *Star Wars™* by James B. King

ADVENTURING IN THE SHATTERED IMPERIUM 22
Sources of subsector maps and data for *MegaTraveller™* compiled by Ed Edwards

PROVINCIAL LANGUAGES 24
Linguistic ties in *Space Master™* by Glen Allison

STARBATTLES (MAINLINE) 26
An overview provided by Future Combat Simulations

BIRD OF PREY

For MEGATRAVELLER: An Alien Race in Detail
by Kirk Kading and John Fernandes



IISS SURVEY REPORT: AZGAR

AZGAR WORLD DATA

Azgar is the main world of the Yggdrssyl system. The term "dramatic best describes it. Everything about Azgar is dramatic. Its history, climate, topography, and geology must all be described in terms of superlatives.

Azgar orbits the main star of a binary system consisting of Yggdrssyl and its tiny companion Adumla. Yggdrssyl is a hot, white F8V main sequence star with a Bolometric magnitude approx. 3.4 Sol, Luminosity 3.5 Sol, and massing 1.32 Solar masses, with an effective temperature of nearly 7000 degrees K.

Azgar's orbital period is 840 local days and its rotational period is 17.16 standard hours. Orbital distance is 1.6 AU and its orbit is remarkably steady.

Azgar is approximately 10,724 km in diameter with a dense atmosphere, one major and three minor continents, an average annual mean temperature of 7 degrees C., water oceans covering 64% of its surface, and polar ice covering 17% (which varies dramatically).

The preceding information is the only normal sounding data there is concerning the planet. The axial tilt of Azgar is 39 degrees! This single condition is what causes all the "drama".

Climatic changes occur literally overnight, though the temperature rarely goes below freezing at sea level in the temperate zones. Summer temperatures, however, can soar to 75 degrees C. (167 degrees F).

Few creatures or plants can survive either the burning hot summers or the flash floods that are typical in spring and fall. Only during the cool but not frigid winter season can plants thrive. As a consequence, native Azgarian plants show remarkable hardiness and grow at a prodigious rate.

A typical year at Gjolic (or more properly under Gjolic since all Azgarian cities are orbital) will start with torrential spring downpours (with a capital T). As the axial tilt drives the temperature higher and higher, huge open bodies of water shrink like puddles in the merciless white hot sunshine. Vast steamy clouds rise into the stratosphere. There they gather and darken and finally release their pent up moisture. The cloudbursts that result often last for four or five days and dump fifty to three-hundred centimeters of rain in a roaring deluge that can flatten buildings or living creatures unlucky enough to be caught in them.

The scouring effect of such titanic storms combined with the effects of wind in the dense atmosphere sculpt the surface of Azgar into lofty pinnacles, bottomless canyons, great flat pans, and broad flood plains.

The volcanic activity on Azgar is high as well, resulting in tall cliffs and escarpments. These combine to produce waterfalls of epic size and power. One fall, "Choir of the Gods", can at times deliver six cubic miles of water a day, dropping twenty-three-hundred meters into a canyon of fabulous proportions. The sound is painful to unprotected ears many kilometers away.

The spring rains are followed by equally prodigious summer drought. As temperatures continue to rise, the rains cease. Water is drawn from the soil by dry winds in the dense air until the water table drops as much as two-hundred meters below ground. Any plant life that succeeds in surviving the inundation of the spring season must now go dormant or be able to reach down to the very deep underground water sources.

"Life on the march" pretty much describes the local animal life, which must move constantly. The summer wastelands are almost completely devoid of life of any kind. Endless vistas of abject loneliness stretch along vast, dry river and lake beds. Where the animals have gone to is easily determined when the autumn rains begin. These rains are different from the spring downpours. In the autumn, rain falls steadily and hard, but not unbearably so, day after day after day. Through this watery curtain can be discerned multitudes of moving shapes, massive and powerful, small and quick, drenched to the bone, bent against the wind. The huge herds of grazers and ruminants, over thirty-million of one species alone (the tenacious armored Fafnir cattle).

The march is always in the same direction, away from summer! The animals trek through the autumn rains to winter's cool moist grasslands. Young and old, predator and prey alike, mate, give birth, and die on the move in a never ending procession, searching for the elusive paradise of rich grazing and easy hunting

And this brings us to winter. A more pleasant season could not be found, but with one fly in the ointment: FLIES! The local analog to the Terran fly is every bit as obnoxious as its unrelated but similar comrade. They swarm in the late fall and cover the migrating herds in thick blankets until relief finally comes with the arrival of great flocks of nesting birds.

The birds' nesting and migratory urges are timed to match the hatching of billions and billions of biting fly equivalents. The birds gorge on these tidbits and lay enormous clutches of eggs. Nature provides this to protect the various species from extinction due to the terrible loss of life which occurs during the migrations.

There is a great deal of death on the migrations, of all species. But this is just one more of the "ordeals" of Azgar which life on this world must endure to prove its worthiness to dwell here. The Aesr believe their world to be a crucible in which life is tested. Their early religions preached that when a species had proven itself on Azgar

WORLDS OF THE AESR COMPACT

NAME	LOCATION	NOTES
Yggdrssyl**	0419	Compact Capitol
Junction	0122	Waterless
Nonym	0321	DiplomaticCenter (shared with Darrians)
Jotunheim**	0319	Red Zone (lifeless)*
Bael	0218	Red Zone (waterless)
Dekalb	0618	
Faisal	0518	
Thanber	0717	
Retinae	0416	Waterless
Rushu	0215	
Xhosa	0115	
Yiktor	0114	Waterless
Attica	0414	DiplomaticCenter (shared with Zhodani)

The Aesr Compact includes thirteen worlds, eleven of which are in the Querion Subsector and two of which are in the Darrian Subsector. All have large Aesr populations and all exhibit the typical homogeneity of Aesr culture, society, and government (within strictly segregated Aesr enclaves).

The diplomatic center worlds are used to expidite diplomatic and trade obstacles and are jointly controlled by the Aesr and their partners where local matters are concerned.

The Compact has an efficient x-boat system connecting all its worlds, and also connecting them to the Zhodani and Darrian states.

*Jotunheim was made completely lifeless as a result of the genocidal war and the Aesr maintain interdiction sateliites over this world to prevent any travel to it. The environment is highly dangerous due to the liberal use of biological and persistent chemical weapons.

**Note: Yggdrssyl and Jotunheim are not on the official map of the Spinward Marches. They were placed in empty hexes as required.

it would be allowed to migrate across the rainbow bridge to Valhali where it would become blessed and live in peace forever. Many present day religious leaders point to the ordeal of the Jotun occupation as but one more test, which, when passed, allowed the Aesr to go out into space and prosper.

AESR PHYSIOLOGY, SOCIETY, AND PSYCHOLOGY

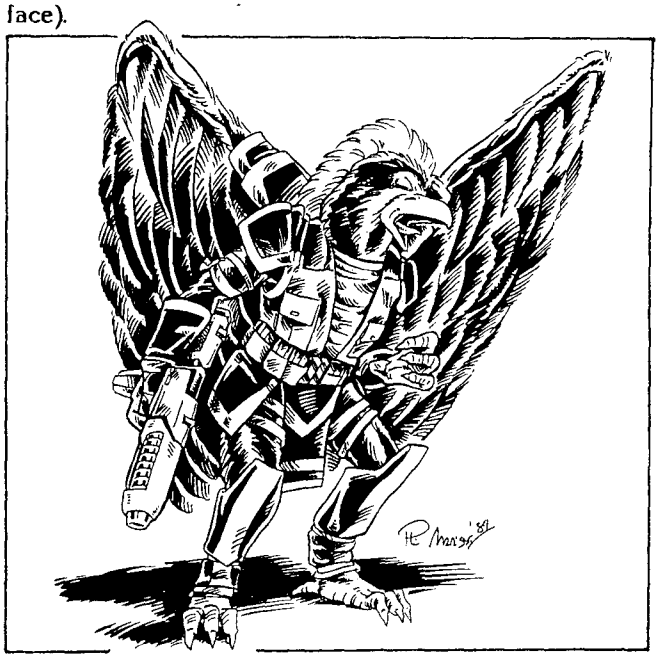
The Aesr are warm-blooded, flying, hexapodal avians. They are descended from flying carnivore hunter/pouners who developed a communal society as a result of slow but dramatic changes in the ecosphere of Azgar which probably resulted from a near-collision with a massive celestial body (possibly Adumla) some three to five-hundred-thousand years ago.

The Aesr claim their intelligence and culture were the result of interference by the "Ancients". However, since no one is allowed to closely examine either the Aesr or their homeworld, this theory is subject to proof.

The average As (singular for Aesr) approximates one meter in height and averages 25 to 40 kilograms in mass. The females tend to be about ten percent more massive than males.

The Aesr claim their anatomy to be remarkably similar in many ways to the Droyne, with their uppermost limbs developed into sturdy and extremely effective wings. They are excellent flyers capable of remarkable feats of agility and daring. Their middle limbs are good, workable arms ending in three taloned fingers and an opposable thumb set fairly far back and centered on the wrist. The lower limbs are quite powerful for the size of the being and also end in three digits and an opposable thumb. Although the Aesr are capable of an extremely strong grip with these lower limbs, they are not anywhere near as dextrous as the upper pair.

The taloned nature of the Aesr foot makes it difficult for the species to walk in the human sense or to stand on flat surfaces for long periods of time. If an As finds it necessary to cover long distances on the ground (which he must do in thin atmospheres or when burdened with military gear or winter clothing), it does so in an extended hop, wings outstretched for balance. In this way the As can cover enormous distances in a very short time (providing the terrain is open and the wind is not in his face).



All Aesr sport a feathered crest on top of their heads once they reach puberty. The males' crest is much more colorful than the females' during the mating season, but normally they are quite similar. There are also feathered "guides" running along both sides of the head and "flairs" trailing both the upper and lower limbs.

Aesr who have been accepted into the militia dye their breast feathers red in a "V" pattern. This mark of recognition is a great source of pride with the Aesr, and to affect this appearance without having earned the right to do so is considered a severe and capitol offense punishable by execution.

In addition to their hexapodal physiology, the Aesr also exhibit the "geodesic" skeletal structure common in the Droyne. This would be extremely helpful in producing the needed structural strength for a flying being. The Aesr point to this as another clue to their "Ancient" origins.

The Aesr are opiverous. The eggs are incubated in communal creches. When they are hatched the young are removed by their parents and taken home to be raised individually. However, not all parents wish to raise their own young. Some are spacers or soldiers. Others have demanding careers in public service. Whatever the reason, approximately thirty percent of Aesr young are raised by the community. There is no stigma attached to this situation. Since the Aesr population is so small, all offspring are treasured universally and these "children of Azgar" are treated as if they were a gift from their parents to the community at large.

The average As (pronounced like "ACE") reaches full growth and sexual maturity after approximately eleven to thirteen standard years or six to eight "winters".

At any time an As may declare that he or she wishes to be "tested". Testing consists of a series of exhaustive physical, emotional, academic, and psychological examinations aimed at establishing the individual's fitness to become a member of the militia. There is no social stigma attached to failure of these examinations, as long as the individual As is less than nine winters old. Young Aesr ae applauded for their enthusiasm and are encouraged to try again. But as they get older, there is increasing tension and social pressure to succeed. There is a real and powerful incentive in this pressure. No As, no matter how intelligent, no matter how talented, no matter how wealthy or well known, has any rights, any real protection under the law, or any guaranteed status whatsoever unless he has been accepted into the militia.

Once accepted, the young As is a fully enfranchised citizen. This means he or she can vote, own real property, hold public office, has the rights of free speech and assembly, the right of trial by jury, immunity from unwarranted search or seizure, the right to keep and bear arms openly, the right to marry and leave an estate. In

WORLD PROFILE

1. Date of Preparation: 253-150
2. World Name: Azar
3. Location: Spinward Marches 0419
4. UPP: A686720F

PHYSICAL DATA

5. Diameter: 10,724 km
6. Density: 1 standard
7. Mass: 0 .42 standard
8. Mean Surface Gravity: 0.75g
9. Rotation Period: 17 std hours
10. Orbital Period: 840 std hours
11. Seasons: Winter, Summer
12. Axial Tilt: 39 degrees
13. Orbital Eccentricity: 0
14. Satelites: None
15. Surface Atmos. Pressure: 2.1
16. Atmos. Composition: Dense Oxygen-Nitrogen Mix
    16a. Atmos. Terraforming? No
17. Hydrographic Percentage: 64%
18. Hydrographic Comp: H2O
    18a. Hydro Terraforming? No

TEMPERATURE

19. Base Mean Surface Temp: 7 C
20. Axial Tilt Mod: +64 C, -32 C
21. Rotational Mod: +8 C, -5.2 C
22. Latitude Mod: +/-6 phr
23. Orbital Eccentricity Mod: 0
24a. Weather Control? Yes
24b. Greenhouse Eff. Terraform?No
24c. Albedo Terraforming? No
25. Other Modifiers: None

MAPPING DATA

26. Num. of Tectonic Plates: 2
27a. Native Life? Yes
27b. Terrain Terraforming? No
28. Major Continents: 1
29. Minor Continents: 3
    7 mjr islands
    6 archipelagoes
30. Major Oceans: 1
31. Minor Oceans: 7

SEISMIC DATA

33. Stress Factor: 5
34. Notable Volcanoes: 5

RESOURCES

35. Natural Resources: Agricultural, Petrochemicals
36. ProcessedResources: Agricultural Agroproducts, Metal Alloys
37. Manufactured Products: Weapons, Electronics, Gravitics

POPULATION AND PORTS

38. World Pop: 85,215,214
39. Primary Cities(name, pop, port):
    Gjolik 8,000,000 B
    Dramen 7,000,000 B
    Narvik 7,000,000 C
    Hoten 7,000,000 C
    Hesund 6,000,000 B
    Svabard 5,000,000 B
    Vadso 3,000,000 B
40. Secondary Cities (num, pop level)
    96 100,000+ F(typical)
41. Tertiary Cities:
    518 10,000+ G

Note: 1 Primary Orbital Complex, Pop. 5000, Class A Starport

THE SAD TALE OF THE JOTUNS AND THE AESR

Jotunheim hosted, until about five-hundred years ago, a thriving, albeit heavily polluted, industrial society. The end of this race and all its works came abruptly as a result of the genocidal war the Aesr call the "War of the False Gods".

After gaining interstellar travel from the Darrians, the Jotuns discovered evolved life on Gamma-Scorpio 4. Though it was the Darrians who had discovered the system, they had never done a thorough survey of it. The Jotuns, coming from a protein starved, overpopulated world, were delighted to find a large population of edible avians which could be gathered and raised in compounds, slaughtered, and shipped frozen back to the starving masses on Jotunheim.

The Jotuns, however, were very secretive about this agricultural installation, and this led to friction between themselves and the Darrians as to exactly what was happening on the planet. As was later discovered, the Jotuns had failed to notice (or chose to ignore) the clear evidence of a primitive but distinctly sapient culture among the natives of Gamma-Scorpio 4. These creatures, the Aesr, in spite of all efforts by the Jotuns, escaped in small numbers, holed up in inaccessible locations, and began to build a resistance to the inexcusable barbarity of the Jotun rearing pens.

The story of that resistance is for another time. It will suffice that they were finally successful in demonstrating to third parties that they were, in fact, a sentient, intelligent species, capable of full evolutionary development. Once this fact was established, both the Zhodani and the Darrians were quick to establish Yggdrssyl (as the Aesr call their star) as a Red Zone, protected from outside interference or contact.

But the Aesr didn't want ot be kept isolated. In their hearts there grew an anger so fierce and a hatred so strong that it could not be contained. Jotunheim and all the Jotuns would pay for two centuries of barbarism, degradation, and murders by the millions. So smugglers were encouraged. Observers were bribed or removed. Weapons were gathered. Technology was amassed. Aesr were trained and taught the history of their people's woe.

But the Aesr faced one insurmountable problem. They had no fleet of interstellar warships to bombard their enemy from space or to carry the invasion forces to the surface. And even if they had such a fleet, a full-scale invasion might be resisted by the Darrians or Zhodani, neither of whom could be expected to allow the total innihilation of a sentient species no matter what the motivation might be.

So the Aesr set upon a plan that was so desparate as to be considered insane in any other circumstances. They hired free traders to ship battalions of Aesr "death commandos" to Jotunheim, where they were landed secretly, cryogenically frozen and packed in shipping containers under the guise of "black market" protein. Once on Jotunheim they were revived, armed, and sent against port facilities and military bases as shock troops to allow for the landing of other Aesr.

The situation was in doubt for many months as more and more Aesr landed and fighting mounted to a frightful crescendo of undiluted fury, desparation, and a hatred so pure and so powerful that outside observers were left speechless. Though the Jotuns fought with courage and tenacity, they were no match for the disciplined madness of wave on wave of homicidal maniacs bent on only one goal: To kill and kill and kill until there was nothing left alive....anywhere.

After the genocical war ended the Aesr seemed to awaken from a long nightmare. They were quick to apologize to the Darrians and Zhodani for the secrecy of their actions and were equally quick to offer diplomatic and trade ties with these and other neighbors. However, there was one stipulation. Contact between the Aesr and outsiders was to be strictly regulated. And no alien being would be allowed to visit Yggdrssyl without the express permission of the Aesr government. These conditions were considered acceptable. After all, there had been considerable emotional support for the Aesr cause outside the sphere of conflict. And many believed that the Aesr were "owed" something by the interstellar community for allowing the whole incident to begin in the first place.



short, all the rights and priviledges any citizen of a democratic society has come to expect and demand. These rights can only be lost in two ways: conviction of a capital offense, or failure (for any reason except injury in the line of duty) to successfully complete the two year tour of duty required by the militia.

This has been deemed a cruel and barbaric policy, but on closer scrutiny the historic roots of this practice can be clearly discerned. The belief in the "Ordeals of Azgar", the desperate resistance to the Jotun occupation, and the sense of racial vulnerability inherent in the Aesr psyche all combine to produce this unquestioned rule: "Those who will not or cannot fight for the community may not participate in or benefit from that community."

It may seem strange that a society that sets such great store by the value of every individual citizen should be so arbitrary about the denial of citizenship to what amounts to between six and ten percent of each generation, but that is one of the things that make this people so fascinating to study. Uniquely enough, there is at least one recorded instance of a human being who was adopted as a full citizen of Azgar. This was the almost legendary Imperial scout, Kenneth O'Mally McKinney Donovan of Tarsus.

Only citizens may wear the "red chevron", that is, dye their breast feathers a deep red in a "V" shape. Once citizenship is attained, the Aesr society is extremely open. All decisions are made by plebiscite. There are few

SYSTEM SURVEY: GAMMA SCORPIO (YGGDRSSYL)

ORBIT	NAME	UPP	NOTES
1	Muspilheim	X-530000	No Satelites.
2	Ve	X-S00000	No Satelites.
3	Vili	B-94F260 E	No Satelites. Mining Facility.
4	Azgar	A-686720 F	No Satelites.
5	Adumla	M6D	Companion.
6	Nioggr	X-000000	Belt.
7	Ymir	LARGE GAS G.	10 Satelites.
1	Sori	X-212000	Orbit-5.
2	Ranar	G-691213 F	Orbit-6. Research Facility.
3	Sigud	X-S00000	Orbit-7
4	Mjonr	F-435320 F	Orbit-8. Military Facility.
5	Staka	F-627332 F	Orbit-8. Research Facility.
6	Egil	X-241000	Orbit-12.
7	Bruhid	X-730000	Orbit-25.
8	Tanhasr	X-630000	Orbit-40.
9	Skal	X-200000	Orbit-55.
10	Beow	G-300143 G	Orbit-65. Private Research Facility.
8	Buri	LARGE GAS G.	4 Satelites.
1	Vosuga	X-736000	Orbit-3.
2	Uller	G-87A230 E	Orbit-4. Mining Facility.
3	Slipnr	X-RING	Orbit-20. Planetoid Ring.
4	Gungnr	G-767112 F	Orbit-50. Military Outpost.
9	Bor	SMALL GAS G.	No Satelites.
10	Bresla	SMALL GAS G.	5 Satelites.
1	Hverglmr	X-100000	Orbit-5.
2	Edda	X-S00000	Orbit-6.
3	Bagi	X-332000	Orbit-25.
4	Mygar	G-492230 F	Orbit-30. Research Facility.
5	Alfheim	C-300169 C	Orbit-40. Imperial Scout Facility.*
11	Skuld	F-785330 F	2 Satelites. Research Facility.*
1	Urd	X-211000	Orbit-3.
2	Verani	F-230320 F	Orbit-65. Military Base (SDB).**
12	Nilfheim	X-221000	No Satelites.**

*Facility under quarantine -- no contact allowed outside of official channels. **Atmosphere here is frozen solid.

elected officials, and these collect the same pay as militiamen. Most community services are provided by volunteers, usually retirees. Although the Azgarian government is not a welfare state, there is a government subsidized pension system based on individual contribution.

Whenever possible, Aesr dead are cremated, as Aesr have a morbid fear of what may befall their bodies after death. This may be due to the fact that they were raised as food for so long. Concious of their recent rise from beastial slavery, the Aesr are extremely particular about being treated as social equals in all circumstances. They shun red meat, though seafood is a major staple in their diet.

Aesr do not make good bureaucrats. They also are not good at taking orders from aliens unless those aliens have earned their respect. They are fatalists and feel that whatever happens is the will of the Gods. The saying, "Gotter wallen", or "Gods willing" is commonly heard in ordinary conversation.

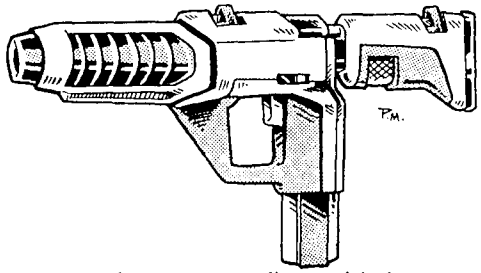
The Aesr do make exceptional soldiers. Their religious beliefs tell them that a life of courage and duty will lead them to peace in the afterlife, and that to sell their lives dearly in battle will place them among the elect who will live on forever in Valhali where "Pain and hunger are not, and where the cool rain falls like sweet tears upon the ground". Aesr have a strange and distinctive battle cry that Solomani have described as sounding much like the scream of a diving Terran eagle. The sound is not pleasant!

The Aesr are wary of the Zhodani as they believe the Consulate was slow to act on information that came to them concerning the Jotuns' crimes.

The population of Azgar is eighty-five-million and it is governed by a participating democracy. IISS Law Level is '0' and there are no weapons restrictions for citizens. Aliens, however, must obey a Law Level of 'A', which is strictly enforced. The Tech Level is a homogenous 'F' and the planet produces large quantities of grav vehicles and components as well as magnetic devices and gauss weapons.

Aesr may be found outside the Compact serving as ship's crew, mercenaries, or scientists (Ancientologists in particular). It is common to find them on any world where there is an actively investigated Ancients' site. ●

AESR GAUSS CARBINE



The gauss carbine is a smaller and lighter version of the gauss rifle. It operates on the same principle as the gauss rifle in all respects, using the same 4mm, 4 gram needle projectiles, but firing them at a slightly reduced velocity due to the shorter barrel length and subsequent shorter acceleration time. A thirty-round magazine is inserted into the pistol grip and each pull of the trigger fires one, five, or ten rounds based on the setting of the selector switch on the left side just above the trigger. A disposable power source is supplied in each magazine.

Standard equipment for the gauss carbine includes a battlefield "aim point" site similar to the one on most examples of the gauss rifle, as well as a gyro stabilizer and shoulder sling. It also has a telescoping shoulder stock.

Reloading takes one combat round during which the firer is considered to be evading.

A special police ammunition is used by Aesr law enforcers which injects a simple, but effective tranquilizer into the target in order to simplify apprehension.

WEAPON STATISTICS

AMMO	RNDS	PEN	DMG	MAX RANGE	SIG	RECOIL
Normal	30	5/3	3	vlong	Low	Low
Tranq	30	2/0	1	long	Low	Low

TL 13, Length=70 cm/40 cm, Weight=2.1 kg (unloaded), 0.3 kg per mag., Cost=Cr1000, mag=Cr30.

STRIKER DATA

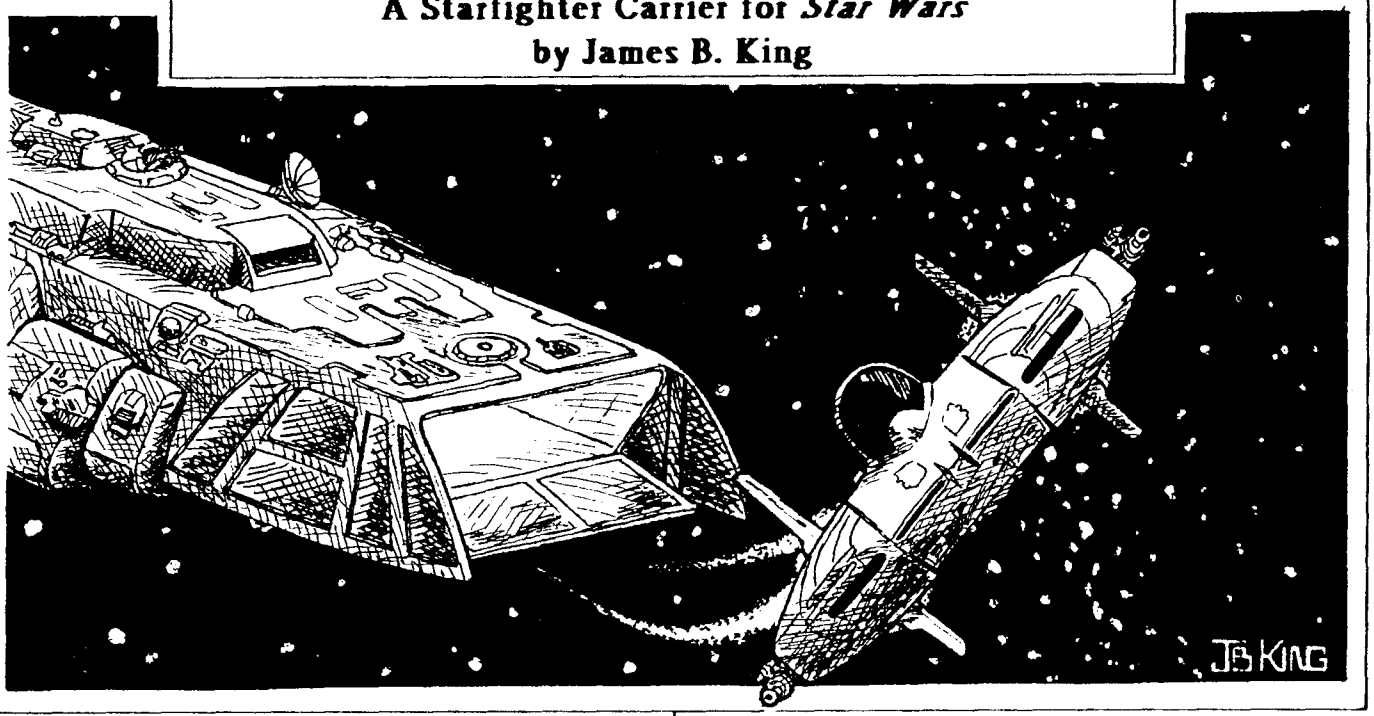
TL=13, Shots=30, Eff=30 (6)+2, Long=60 (3)+1, Ext=90 (1), Targets=1/2 Dex Mod=7(-2 / 10(+2)

If weapon is used without shoulder stock, -1 from To Hit Bonus. If used with 10-round setting, three targets may be engaged.

THE *ANATRA DORA*

A Starfighter Carrier for *Star Wars*

by James B. King



The *Anatra Dora* is a decades old example of the great success that Corellian ship builders have enjoyed in the production of smaller trading vessels. Though out of production for many years, similar *Aganto Class* freightliners are still visible in great numbers, particularly in the Outer Rim Territories. Several *Aganto Class* vessels have fallen into Alliance hands since the outbreak of armed rebellion, of which the *Anatra Dora* is the first to be converted to carry a starfighter squadron.

The *Anatra Dora* is expected to serve well in its new role as a fighter carrier. As a common, easily recognized freightliner, it is hoped that the *Dora* will attract little in the way of attention or suspicion as it plies planetary systems in search of Imperial targets to unleash its starfighters on. The ship has included in its sensor package variable transponder identification signalling gear that may be employed if it is believed that the vessel, under a current name and registration, is under suspect by Imperial authorities. This is a necessary element in the *Dora's* operational strategy, as its conversion hardly makes it a battleworthy vessel. Not only are Alliance resources limited, but the vessel's hull simply is not roomy enough to house larger sublight drives and massive shield generators.

This is not to say that no improvements were made. Updated and improved lateral convection discharge assemblies were installed in the aging sublight drives, boosting sublight speed to match opposing ships such as the Nebulon-B frigate. Since shield generators were not a plausible option, additional armor plating was welded to the outer hull in key areas to bolster protection of vital ship systems. The final major improvement was the removal of the two standard merchant defense turrets and the mounting of two heavier, military turbolaser turrets, complete with improved fire control systems.

THE STARFIGHTER SQUADRON

The *Anatra Dora* Squadron consists of eight A-Wing interceptor starfighters. The A-Wing is the only primary rebel fighter small enough to safely pass through the *Dora's* forward cargo lock, so no other first-line fighter can even be considered.

The operational goal of the *Anatra Dora* Squadron is to carry out unexpected, random strikes against Imperial shipping in systems that have thus far remained untouched by the Alliance naval arm. The primary objective of such strikes is to force the Imperial Navy to further divide its fleet strength to protect the Impire's broad and widely scattered interests, further reducing the Navy's capability to search out and strike at the Alliance's own ships and bases. For a fighter squadron to most effectively carry out such strikes it must be supported by a mobile base. Even though the A-Wings are equipped with hyperdrives, they are

extremely limited in navigational capability and flight duration. They are further limited by the fact that a pilot simply cannot fly with full combat effectiveness after even a few hours in the pilot's couche.

The *Anatra Dora* serves well as a mobile base. Its extensive navigational computers provide jump coordinates when it is necessary for the squadron to jump to the target prior to engagement. The fighters' limited computers are also programmed with emergency hyperjump coordinates prior to any engagement to provide escape in the unfortunate event of the loss of the *Dora* or an emergency retreat. The ship serves as a repair and maintenance facility, and can even recover battle damaged fighters that are unable to return on their own by using a utility tractor beam generator mounted above the cargo lock. This tractor has no combat effectiveness, and can only capture small fighters that are not under powered thrust.

Since the *Dora* is a mobile base, it leaves the Imperials with no ability to cross-correlate the coordinates of attacked planetary systems to identify suspect areas where a rebel base may be hidden. Though as extremely difficult task, this can happen with planet-bound squadrons.

In all operations and in all inter-squadron communications, the *Anatra Dora* Squadron is simply referred to as "Red Squadron", from Red Leader through Red Eight.

ANATRA DORA

Craft: The *Anatra Dora* Starfighter Carrier
Type: Modified Corellian Medium Freightliner
Length: 78 meters
Crew: 56
Troops: 10
Passengers: 6
Cargo Capacity: 40 metric tons
Consumables: 2 months
Hyperdrive Multiplier: [x2]
Nav Computer: [Yes]
Hyperdrive Backup: [Yes]
Sublight Speed: [2D]
Maneuverability: [Zero]
Hull: [6D]
Weapons:
Two Double Laser Cannons (fire sep.)
Fire Control: [3D]
Damage: [6D]
Shields: [No Combat Shields]

Crew Breakdown: Command Crew=6, Fighter Pilots=12, Bay Crew=12, Gun Crew=4, Medical Crew=4, General Technicians=6, General Support Crew=6, Engineering Crew=6, Ship's Troops=10.

ANATRA DORA DECK PLAN

FIGHTER DECK

The lower deck is dominated by the six meter high fighter bay where the A-Wings are tightly housed. Also stored in the bay is a repulsor tractor that aids in maintenance and repair, and a general purpose, six passenger ground speeder. Forward of the bay is the cargo lock, which now serves as a launch and recovery bay. To the rear of the fighter bay are two large rooms that were sectioned off during the conversion. One serves as the pilots' ready room and equipment locker (A) and also contains two lifts that rise to the crew deck. The other room contains tools and repair stocks (B). Further aft is a passageway connecting the port (C) and starboard (D) engineering compartments, four crew cabins, and the ship's ground-level access ramp, which includes an air lock. The upper portion of the bay above the aft rooms is the bay's only remaining cargo space. It will usually contain extra replacement parts and will often contain additional food stores to increase the vessel's actual consumables duration to six months.

CREW DECK

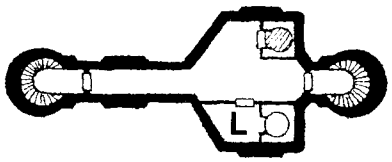
The forward command section is divided from the quarters section by a main bulkhead. The Command Bridge (E) is center, flanked by the Sensor (F) and Computer (G) rooms. The quarters section contains most of the ship's crew cabins, a complete Medical Suite (H), a Common Room that serves as an off-duty lounge (I), and the ship's Galley (J). Positioned next to the Galley is a lift that rises to the Gun Deck above. To the rear of the section is an Armory and Equipment Locker (K) and the access passage to two C.E.C. XT-80 life boats. Each of these will hold 24 occupants and contains small ion drive units with a minimal fuel supply, as well as standard emergency stores sufficient for two weeks.

GUN DECK

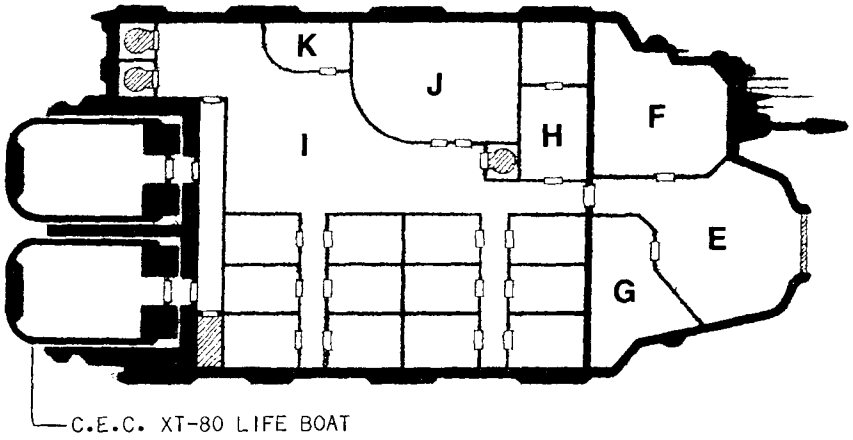
The ship's two laser turrets are located fore and aft on this deck. Also on this deck is a dorsal, ship-to-ship air lock and locker space for vacuum suits (L). ●

ANATRA DORA DECK PLAN

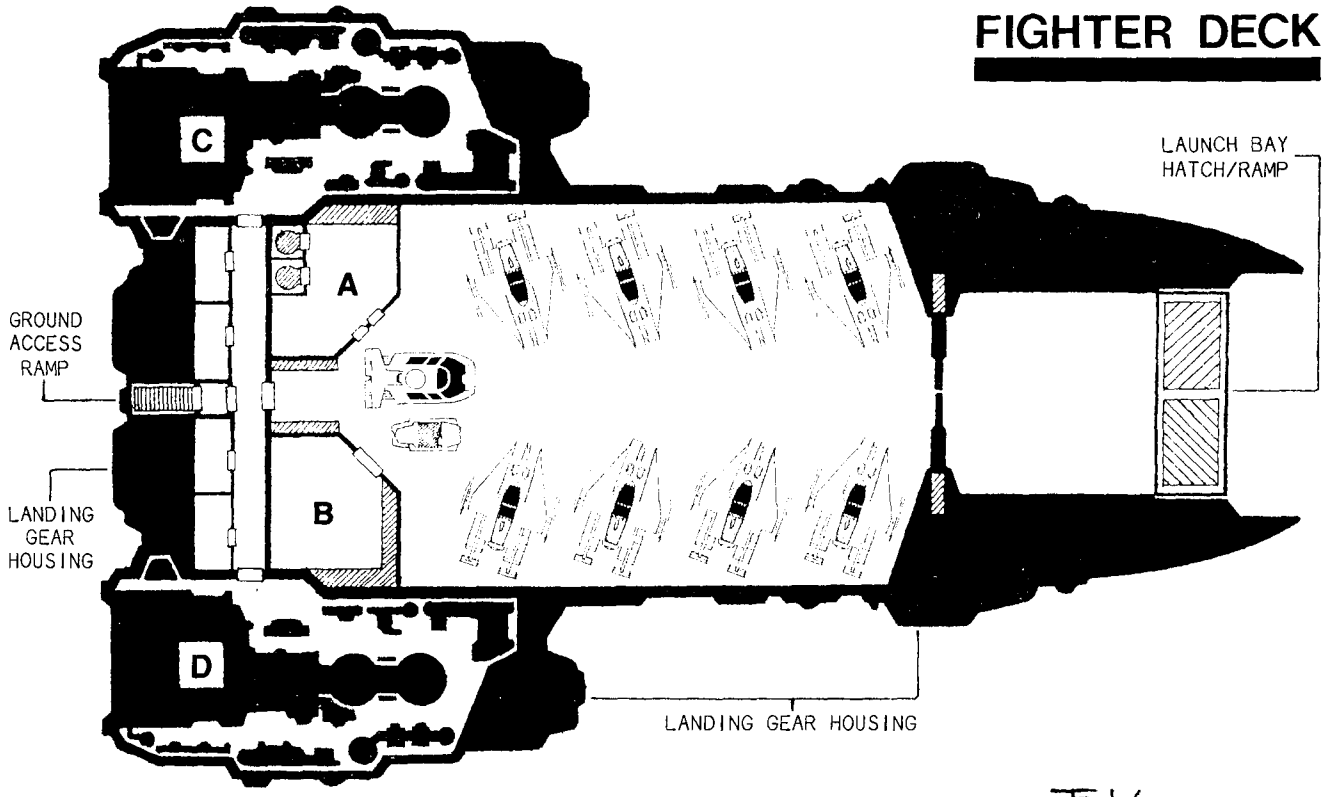
10 METERS



GUN DECK



CREW DECK

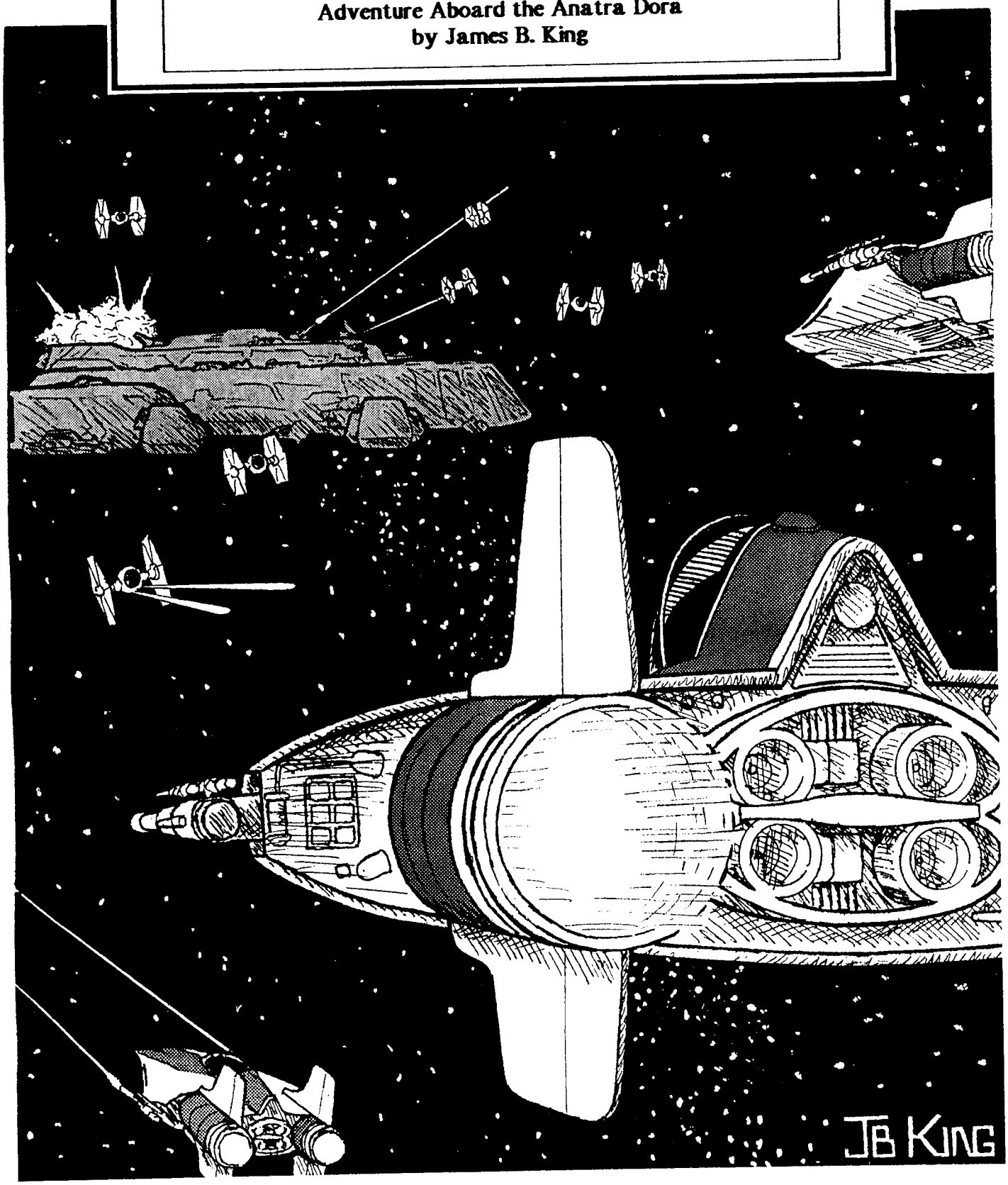


FIGHTER DECK

JB KING

CARRIER ASSIGNMENT

Adventure Aboard the Anatra Dora
by James B. King



Carrier Assignment



PLAYERS' INTRODUCTION

General Straker entered the briefing room accompanied by a female officer identified by her rank pin as an Alliance captain. Straker stood, shifting his gaze from one member of the rebel group to the next, until each had been equally recognized by his somber examination. Finally, he seated himself, and a slight smile lifted his firm cheeks:

"My rebel comrades, it is my pleasure to tell you that you have proven yourselves to be capable individuals in Alliance service. It is capable people such as you that give this 'doomed' rebellion a fighting chance." The smile faded and Straker breathed deeply, then exhaled. "Unfortunately, the Imperial Navy is forcing more 'fighting chances' upon us than we can effectively engage in. And our casualties have been severe, particularly where pilots are concerned."

The general momentarily turned his attention to his companion. "This is Captain Lisha Randan. She commands the *Anatra Dora*, a light starfighter carrier. The *Dora* is carrying a full squadron of eight A-Wing fighters. But they lack sufficient pilots. I need you people to fulfill a temporary assignment as pilots aboard the *Dora* to carry out a strike mission. Like other similar operations, our intention is to force the Imperial Navy to further deplete its primary fleets by delegating more ships to system patrol and defense. In simpler terms - to take the heat off our boys. Most of the pilots already assigned to the *Dora* have received only limited training and lack experience. But some of you are highly skilled and experienced pilots. To you will fall the responsibility of leadership and continued training. You must board within the hour. I hope for your success, and may the Force be with you."

GAMEMASTER'S SUMMARY

The player group is assigned to the *Anatra Dora* as fighter pilots. Lacking supplies, incuding consumables, the *Dora* first jumps to the Duluth system. While in hyperspace, the players participate in pilot training and lectures. When they reach Duluth, the squadron practices actual maneuvers with the A-Wings, while stores are loaded from asecret cache. After the fighters are resecured, engineering trouble is discovered and must be repaired. It is a several hour job, so the players are invited to go see a unique geological site not far from the ship while the repairs are made.

After gazing down a large, bottomless pit from a naturally formed bridge, the group is attacked by mynocks. On the way back to the ship, Captain Randan asks them to check out a weak, nearby radio signal. It turns out to be an Imperial probot that was damaged when its pod malfunctioned during crash landing. The players either destroy it in blaster combat or it self-destructs.

The *Dora* now sets out for Bassadiir, the target system. Some time after arrival, sensors reveal that there are four Imperial freighters in orbit, and the squadron attacks. After six combat rounds, Captain Randan transmits an emergency recall. A picket ship has been detected further outsystem, and a squadron of TIEs is closing on the *Dora*. The adventure is climaxed when the two squadrons clash, with the *Dora* right in the middle. When the TIEs are defeated, whatever remains of the A-Wings are brought aboard and the ship escapes with Imperials closing from two sides.

"BUT I'M NO FIGHTER PILOT!"

It is very possible that there will be some players who think they are inappropriate for this assignment, due to low Piloting and Gunnery skills, who may offer complaint to General Straker.

"I'm afraid we simply have to face facts. The Alliance lacks, among many things, sufficient skilled pilots - a fact that is causing a sharp increase in combat casualties. And, as I mentioned before, the *Dora* has a dual mission of training new pilots, which may include some of you. However, it should ease your mind to know that the *Dora's* operational orders are to attempt to avoid engaging combat craft."

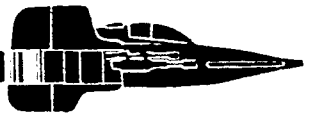
Without a doubt, there is at least one player with exceptional Piloting skill. This player is temporarily commissioned as squadron commander and given command of the *Anatra Dora* Starfighter Squadron.

LECTURE, TRAINING, AND BRIEFING ROUTINE

As the *Dora* lacks sufficient food stores and the base where the players boarded lacks enough to restock from, the ship must first make a six-day jump to the Duluth system to resupply from a wilderness cache placed there by the Alliance. During the jump the squadron engages in classroom instruction, computer simulation, and briefing.

The squadron commander is provided personnel files for the pilots before giving them the first lecture. Most of the pilots are quite inexperienced and none have flown an A-Wing. (Piloting skills for NPC pilots range from 2D to 3D+1.) Let the player who is commissioned squadron commander simply read aloud the following lecture to the other players.

Carrier Assignment



THE FIRST LECTURE

"If I can have your attention please, we'll begin. I am aware that most of you have flown only the Y-Wing fighter. But I'm sure everyone here has at least heard of this little A-Wing. Starting today, we will all become familiar with actually flying it.

"First, let's cover some basics. You'll be flying the fastest and most agile production starfighter there is. This baby will twist, spin, and slice through the void like nothing you've ever flown. You'll probably get an exhilerating notion that there's nothing it can't do. Get rid of that notion, because it could get you killed.

"Why? Because performance like this comes only from sacrificing somewhere else. We've all laughed at the joke that Imperial pilots fly 'solar eggshells'. Well, the A-Wing's hull is penetrated almost as easily. Never forget that. In fact, keep it in primary consideration.

"How? My advice to inexperienced pilots is to avoid closing to short range. Severe casualties are suffered by both sides when engaged in short range combat. When you are fired upon at anything less than long range, evade, evade, evade. Remember, staying at longer ranges will reduce the capacity of damage done to your fragile A-Wing when you do take hits.

As you may already realize, the advantages are yours. The A-Wing's lasers are an even match for a TIE's, but the A-Wing has impressively more accurate fire control computers. On top of that, the A-Wing has jammers that will foul your opponent's fire control systems. That about covers it, so bounce your craft around to your stomach's content - but unless your a highly skilled pilot, avoid closing to short range."

The remainder of the six-day jump is filled with further lectures, combat simulation on computers, and performance analysis - in short, training. Tell the squadron commander that, on the sixth day, there is noticable improvement with the less experienced pilots. Now add +1 to the Piloting skill of all squadron members with a 2D to 2D+2 Rating. (If any players receive this 1 point improvement, you should deduct 1 point from the total number of skill points those players are awarded at the end of the adventure.)

FIRST STOP, DULUTH

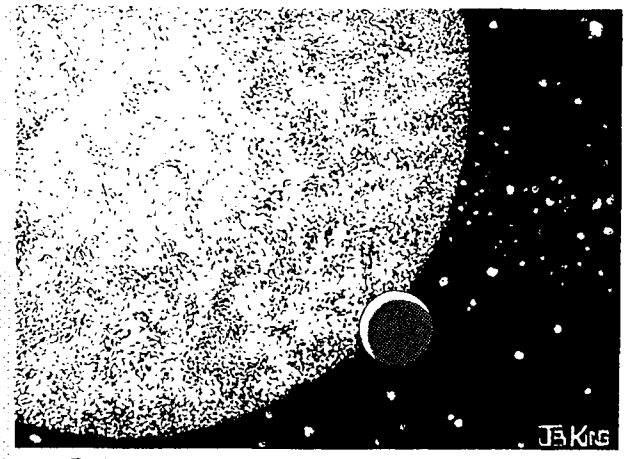
At the end of six days, the *Dora* exits hyperspace far out-system from a giant, dim, orange-red sun. After scanning to be sure there is no in-system traffic, the ship begins its approach to a tiny "hard" planet, the only one in a system dominated by eleven distant gas giants.

It is to the innermost orbit that the ship heads for, to the red-tinged planet of Duluth I. As the *Dora* establishes a landing trajectory, it almost appears that the ship is going to hurtle past the small chunk of rock that is Duluth I and plummet right into the massive, red-glowing orb. But, within minutes, the ship is safely settled onto the rocky surface, only a short distance from the supply cache.

The cache contains food stores, various supplies and gear, and limited replacement parts for shipboard systems. From these the *Dora* will resupply. While the crew is doing so, Captain Randan agree (or will suggest) that the squadron should practice actual flight maneuvers in the A-Wings, as the ship will be planet-side for most of a day.

All activity outside outside the ship will require cold weather suits and some kind of life support gear.

DULUTH I



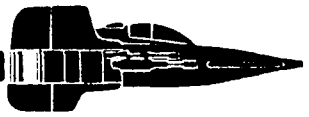
Duluth I has a thin atmosphere that is primarily carbon dioxide. If it were not for this solar system's cool, orange-red sun, the tiny planet would probably be a hot example of the green house effect. As it is, visitors to the surface would find it uncomfortably cold, but survivable.

No life is known to exist on the barren surface of this rocky world. Indeed, there is nothing in the whole system to attract intelligent beings for very long - which is exactly why the Rebel Alliance chose to conceal a supply cache here.

SEEING THE SITES

When the stores are loaded and the A-Wings are

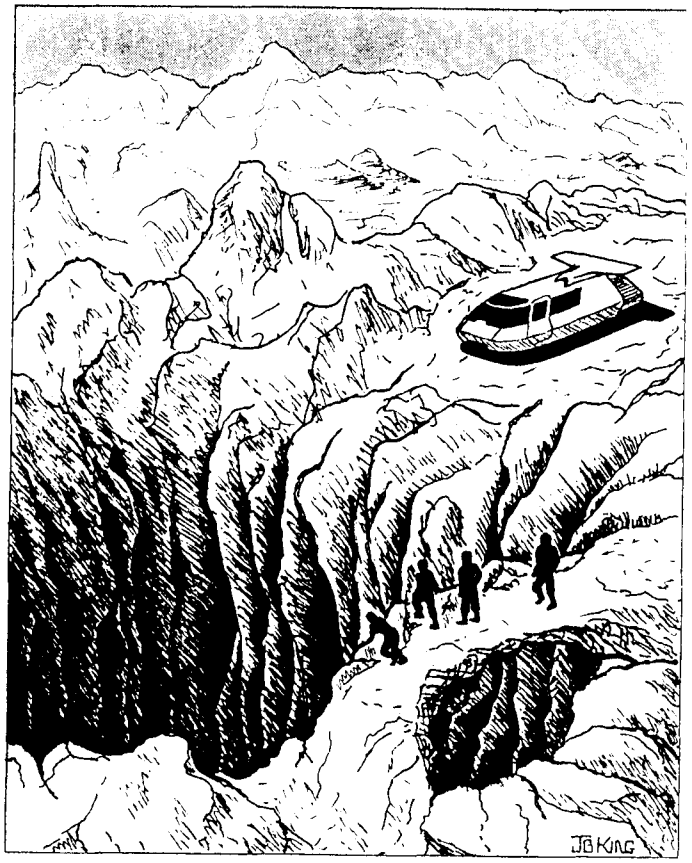
Carrier Assignment



resecured in the bay, the ship begins lift-off procedures, but suddenly powers down. Captain Randan informs the crew that the engineers have detected energy fluctuations in the power core that indicate imminent malfunction. Engineering estimates four hours for the repair. The captain then tells the players that there is an interesting geological formation only an hour's journey in the landspeeder. The ship's navigator, Lt. Gowan, is familiar with it and could take them there if they'd like to see it.

After about an hour's speeding across rocky plains, the group arrives at a broad, rocky plateau and stops. Gowan leads them to a seemingly bottomless, cavernous maw nearly thirty meters across, and steps onto a natural rock bridge that overlooks the dark abyss.

"I've seen this pit several times, but each time, I feel these strange, eerie sensations travelling my spine. I can't help but wonder how deep it goes. And my mind conjures up hideous beasts lurking kilometers below. I don't know, maybe it's the spooky, shadowy orange light filtering down the rock. Or maybe it's just the old spacers' legends of giant space slugs I've heard tale of. But each time I stand above this gaping maw I half expect to see some giant monstrosity with ten meter, ship crunching fangs come shooting up to get me...but it hasn't happened yet."



At this very moment the group sees shadowed movement from within the pit. A dark mass is coming up out of the cavity! As it clears the opening it divides into half a dozen mynocks, three of which wheel in the air and attack the group. Allow one round of blaster fire, then it's hand-to-hand combat.

When the attacking mynocks are dealt with, Lt. Gowan sheepishly mutters something about driving half a dozen mynocks off the ship the last time it landed here. Well, anyway, that ought to be just about enough of this tourist attraction.

RETURN ENCOUNTER

Shortly after the group heads back, Captain Randan contacts them by radio: "We've detected a weak, garbled, repeating radio transmission. We can't make anything of it. It may be encoded. If it is, whatever is sending it probably isn't friendly. It's not far from your current position. I'd like you to check it out, then report your findings."

The captain provides the coordinates of the source, and the speeder arrives at the location within an hour, entering broken, rugged terrain. A small, metallic craft of some kind has crashed here, possibly an escape pod. Allow the players to roll Technology (19+) to recognize what remains as a robotic hyperspace pod, probably for an Imperial probot. The pod apparently malfunctioned, failing to engage breaking thrusters at the appropriate time to slow the pod prior to impact.

When the group approaches closer, they see a damaged probe droid laying in the wreck, about 40 meters away. One if its optical lenses is slowly pulsating a dim, yellow light. It is still transmitting a weak signal, but its hyperspace transmitter is apparently damaged or destroyed as it has not been triggered.

If the group decides to destroy the probot, that's fine and dandy. Just as they decide to do so, the droid rotates its upper dome to bring optical sensors to bear on the rebels then opens fire. (The probot is already heavily damaged, so its Blaster skill is reduced to 3D.) If the players decide to just get to cover with the hope of somehow obtaining the bot's highly guarded hyperspace transmitter, then the probot's pulsating lense glows a solid yellow and a whining sound with a quickly rising pitch becomes audible. This also happens if the bot becomes severely damaged, or is hit three times without effect. The probot is completely destroyed in the ensuing explosion.

Captain Randan will be very interested to hear that Imperial intelligence coordinators chose Duluth as a possible site for rebel activity, as will the leaders of the Alliance.

Carrier Assignment



When the group returns, the *Dora* is repaired and, shortly thereafter, the ship takes off and begins the jump to the target system

THE MISSION BRIEFING

Once the *Anatra Dora* is in hyperspace, the pilots of Red Squadron are called to the ready room for a full briefing. After the pilots have assembled, Captain Randan enters and begins:

"My rebel comrades, in three hours we will arrive at the Tangiir star system. Our target world is Bassadiir, the fourth planet orbiting the system's blue-white star. Though Bassadiir is in a some what remote system, the planet is a major agricultural exporter. Unfortunate for the world's inhabitants, most of Bassadiir's produce is hauled away by Imperial Navy freight vessels, due to a contract forcibly signed with the Empire that effectively leaves the farmers with a payment that is little more than half the average open-market value.

"Here's where things get interesting. This situation has caused the seeds of rebellion to sprout within the citizenry of Bassadiir. Thus far, there is no unified leadership, and the defiant groups have rejected offers to join the Alliance because, as they put it, they have nothing to gain by allying themselves with us, and they fear we don't truly have the military capability to be a real threat to the Imperial military establishment anyway.

"So our mission is two-fold. The first has already been mentioned. The second is to convince the leaders of the underground movements that the Alliance military forces are capable of taking the war to the Imperials. There is no better way to do this than conducting a strike in their own system.

"The *Dora* will exit hyperspace far out-system, then slowly approach Bassadiir while largely powered down to avoid detection. While doing so, targets will be determined using passive sensors. At this point, you will be given a strike plan. Until then, you should ready yourselves for the strike. I wish you all good luck. And, as always, may the Force be with you."

THE ATTACK

The *Dora* exits hyperspace far out-system and slowly approaches Bassadiir while sensor operators monitor passive sensors to select possible targets. Almost three hours later, it is determined that the only orbital targets are four Imperial bulk freighters. But Captain Randan determines that they'll do just fine, and contacts the squadron commander. (By this point, the squadron commander will have determined which eight of the twelve pilots will actually fly the mission. The players should all be flying.)

"Commander, we have four targets. Attack data is now being down-loaded to your crafts' computers. We detect no Imperial fighters in close proximity to the targets. You've got a clear run, folks. Remember, our mission does not include engaging combat craft. When you detect TIEs closing in force, break off. Good luck. And hit 'em hard."

IMPERIAL HARVEST CLASS BULK FREIGHTER

Craft: Kuat Drive Yards Harvest Class
Type: Large Bulk Freighter
Length: 460 meters
Crew: 44
Passengers: None
Cargo Capacity: 133,000 cubic meters in 12 fully pressurized and climate controlled holds
Consumables: 6 months
Hyperdrive Multiplier: [x3]
Nav Computer: [Yes]
Hyperdrive Backup: [Yes]
Sublight Speed: [1D]
Maneuverability: [Zero]
Hull: [4D]
Weapons:
Two Laser Cannons (fire separately)
Fire Control: [2D]
Damage: [4D]
Shields: [No combat shields]

The A-Wings are soon launched and on their way. Within minutes Red Squadron reaches long range from the freighters and the attack begins. The turrets on the freighters do not return fire until the second round.

After six combat rounds, Red Squadron receives an emergency transmission from the *Dora*: "Red Squadron. Emergency recall. Repeat, emergency recall. Have detected out-sytem picket ship. Twelve craft closing fast. Sensors confirm, TIE fighters. We've been made, folks. Hurry back, or they'll cut us to pieces."

Carrier Assignment



DEFENDING THE DORA

When Red Squadron reaches the *Dora*, they see that the TIE squadron has beaten them there and is already attacking the rebel carrier, which has been hit several times, though no serious damage has yet been inflicted. The *Dora's* two turrets are wildly blasting away at the Imperial fighters.

Eight TIE fighters pair off with the A-Wings while the remaining four TIEs continue attacking the carrier. As the A-Wings engage the Imperials, you as Gamemaster may wish to simply determine how the battle goes for the NPC A-Wing pilots and their adversaries without rolling dice. Things will move quicker this way, and you can easily manipulate the outcome of the engagement. If the players don't do too well, the NPCs can do some fancy shooting and come to their assistance. Likewise, if the players do extremely well, the rebels should should take some damage or casualties somewhere.

The *Dora* should survive the battle with its hyperdrives intact. The TIEs should be destroyed or driven off, but likely at the cost of much damage and several casualties to the rebels.

When all operative A-Wings have been brought aboard, the *Dora* will retrieve any inoperative fighters. Just before the ship makes the jump to hyperspace, sensors detect twelve craft closing from the direction of the picket ship, and twelve more approaching from Bassadiir. They arrive too late, for the *Anatra Dora* suddenly disappears.

ULTIMATE SUCCESS

Sometime later (perhaps the next session), the players should be congratulated as they are informed that many of the underground groups on Bassadiir have agreed to meet with Alliance representatives to discuss joining the galactic cause of freedom. It seems they were indeed impressed that an Imperial fighter squadron was bested by outnumbered rebel fighters. They decided that these rebels may be a threat to the Imperial establishment after all. ●

TIFFANY STAR

Fanzine

Newsletter supporting the HISTORY OF THE IMPERIUM WORKING GROUP (HIWG) in developing the future setting of the Imperium. Six issues come with annual membership to HIWG. Authors and artists include Marc Miller, Jeff Swycaffer, Ed Edwards, John Meyers, Gregg Giles, Craig Sheeley, Tom Peters, and Phil Morrissey. Mike Mikesh, editor.

Send $12 dues to:

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1410 E. Boyd
Norman, OK
73071-2650

MODIFIED SPACE COMBAT

Additional Rules for Space Combat in *Star Wars*
by James B. King

In the Starship Combat Rules for *Star Wars: The Role Playing Game*, the designer mentions not being loaded down with "overly complex procedures and detailed rules", and players of *Star Wars* certainly are not. The Starship Combat Rules are great. They're streamlined and fast flowing, and I enjoy their comparative simplicity...but they're just a tad too simple for me. The rules do suggest that *Star Warriors* be used by those seeking more detailed rules, but I don't want a lot more detail, only a little. If you're of the same mind, below are some additional and modified rules that add some completeness and realism, and hopefully move space combat closer to the heroic space battles in the *Star Wars* movies.

THE BOARD

Sure this is a role playing game, and a playing surface and counters aren't required. Myself, I prefer them. It's far easier to keep track of range, direction, and relative position using props as visuals, especially if there are multiple ships on both sides. And besides, players like visuals. Most space combat board games include hex grid map sheets with one inch or two inch hexes. Such a map sheet can be used for space combat in *Star Wars*.

Below are counters for use in combat, sized to one inch hexes. Feel free to copy them for your own personal use. I suggest that they be mounted on poster board using a dry stick glue and colored with color markers. Each has a blank circle for numbering to allow easy identification.

RANGE AND MOVEMENT

On a hex grid mapsheet, Short range is the adjacent hex. Medium and Long ranges are two and three hexes distant.

When changing range during the Roll Actions Segment, the vessel with the higher Sublight Speed roll is the one that actually moves to a new hex.

Keep in mind that combat is being played out on a two-dimensional surface - which space is not. The locations of the counters on the play surface are only generalizations and are far more spread out than they really would be. If a player destroys his TIE fighter opponent and the closest opposing target is six hexes distant, alter it. Perhaps it will take one turn to close the gap to Long range.

MOVEMENT AND SENSORS

It is stated on page 65 of *SW:RPG* that any vessel that goes beyond Long range "has left the area of the battle entirely, and cannot attack any other ship". Well, maybe, and maybe not. Sensor range is greater than weapon range. A pilot may wish to return to combat, or wish to pursue an escaping fighter. Let's say that sensor range for detecting and tracking small fighters is three times that of extreme combat range, or nine hexes. A fighter then leaves the area of battle when it goes beyond nine hexes.

These sensors are affected by damage. Heavy damage results in a reduction of sensor range to six hexes. Severe damage reduces them to combat range, or three hexes.

SHIELDS

The only part of the Space Combat Rules that I really don't like is that dealing with shields. Most Alliance fighters have a Shield Rating of only 1D, which means, one hit on the shields and they're out. Well folks, I do believe I watched those fighters on the silver screen take multiple hits on the shields - without losing them. I suggest we treat a shield hit like a hull hit. A Light Damage hull hit results in ionization (-1D on all control ratings) until the end of the next round. If shields are hit instead, let's just say they are disrupted (-1D) until the end of the next round as well. Really, the shields deteriorate fast enough from Heavy damage, along with the rest of the fighter's control ratings.

TAGGING

This rule is suggested in an effort to add more of the instense, dogfighting spirit that was captured in the movies.

After opponents have come into Short range, one or both pilots may wish to "tag" the other, that is, maneuver in behind the other to attack where the opponent cannot return fire. This action must be declared in the Declare Actions Segment, and is subject to the Multiple Actions Penalty, as Piloting skill is applied to the Sublight speed roll. A Sublight Speed roll at least twice that of the opponent is required to perform a successful tag. If there is no successful tag, then both pilots are free to fire on the other. A successful tag lasts only one round, but can be attempted each turn that Short range is maintained.

SPECIAL RULE: A-WING

The *Star Wars Sourcebook* description of the A-Wing describes the fighter's ability to jam the targeting sensors of small fighters, reducing the target's fire accuracy. This may be included in combat by reducing the target's Fire Control rating by 1D at Medium range, and by 2D at Short range. The jammers are only effective when the A-Wing is closing or maintaining current range, not when running away, as the jammers are forward facing.

When the A-Wing takes damage, the jammers are affected. When the craft's performance ratings are reduced by Heavy damage by 1D, the jammers are likewise. For instance, after the A-Wing's first Heavy damage result, the jammers will only reduce an opponent's Fire Control by 1D at Short range.

The A-Wing description also states that a few such fighters have been field-modified to allow shooting straight back. Should players acquire such modified A-Wings, you should reduce the Fire Control rating by 1D, a result of the modifications.

SPECIAL RULE: B-WING

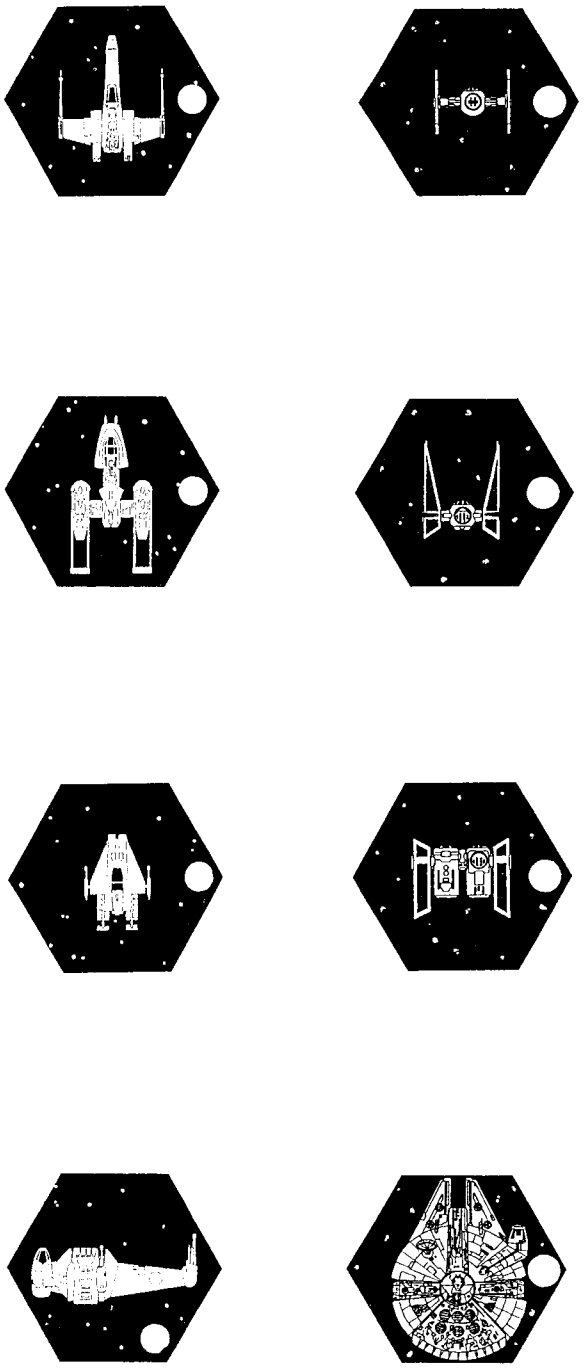
The *Star Wars Sourcebook* description of the B-Wing states that the high Fire Control ratings for the ion cannons and proton torpedo launchers are due to the craft's unique ranging laser system. It also informs us that the ranging laser reveals the approach vector to defensive gunners. This may be included in combat by allowing the target an additional 1D Fire Control if it is returning fire.

Of course, players don't have to use the laser cannon as a ranging laser. If they don't, I suggest reducing Ion and Torpedo Fire Control ratings by only 1D, instead of by 2D as the *Sourcebook* reads. The reason I suggest this is because the fighter loses 1D Fire Control on all weapons when Heavy damage causes the gyroscopic stabilization system to fail. If the ranging laser is not used (the book says it rarely is), all Fire Control ratings are reduced to zero, with the exception of the ion cannons (1D). We should give the regular targeting computer more credit than that.

PARTING SHOT

Many game designers have similarly stated: Game rules are not poured in concrete. If you agree that the Space Combat Rules for *Star Wars* need a little more "padding", but find these suggestions unsatisfactory, season them to your particular taste. In any case, may your next space battle prove a victory for the Rebellion...And may the Force be with you. ●

COMBAT COUNTERS FOR *STAR WARS*



ADVENTURING IN THE SHATTERED IMPERIUM

Sources of Subsector Maps and Data for *MegaTraveller* compiled by Ed Edwards

EDITOR'S INTRODUCTION: It is probably a fairly accurate statement to say that the majority of Traveller *campaigns are being played in the Spinward Marches Sector, or were before Dulinor's bullets sparked major upheaval within the Third Imperium. With the broad and intense coverage of the rebellion that has been supplied through new* MegaTraveller *releases, many of these campaigns will likely become more involved in the expansive rebellion activities. But, as the* ***MegaTraveller Referee's Companion*** *states on page 80, "The primary necessity for a large-scale campaign is a large area of space." This compilation shows which subsectors have appeared in various publications, both official and unofficial. The map identifies the locations of indicated subsectors.*

BEYOND SECTOR:
All The Beyond (Paranoia Press, 81)

CORE SECTOR:
G Travellers' Digest #8 (Digest Group Pub., 87)
I Travellers' Digest #9 (DGP, 87)
J Travellers' Digest #9 (DGP, 87)
K Travellers' Digest #10 (DGP, 87)
M Travellers' Digest #10 (DGP, 87)

CORRIDOR SECTOR:
E Travellers' Digest #3 (DGP, 85)

DENEB SECTOR:
A Travellers' Digest #1 (DGP, 85)
H Travellers' Digest #2 (DGP, 85)

FOREVEN SECTOR:
L The Imperium Staple (Petro, 86)
P The Imperium Staple (Petro, 86)
O Imperium Staple (GPA, 87)

GLIMMERDRIFT REACHES SECTOR:
All Glimmerdrift Reaches (Judges Guild, 81)

LEY SECTOR:
All Ley Sector (JG, 80)

LISHUN SECTOR:
F Travellers' Digest #6 (DGP, 86)
I Travellers' Digest #7 (DGP, 86)

MAGYAR SECTOR:
N Travellers' Digest #14 (DGP, 88)

MASSILIA SECTOR:
J Travellers' Digest #11 (DGP, 88)

MESHAN SECTOR:
M North Coast Role Playing #4 (Osser, 88)

OLD EXPANSES SECTOR:
A Travellers' Digest #12 (DGP, 88)
C High Passage #4 (FASA, 82)
H High Passage #3 (FASA, 82)
J High Passage #5 (FASA, 82)
O High Passage #2 (FASA, 81)

REAVER'S DEEP SECTOR:
F Far Traveller #2 (FASA, 83)
J Far Traveller #1 (FASA, 82)
K A Pilot's Guide to Drexilthar (Gamelords, 84)

REFT SECTOR:
J Adv 5 Trillion Credit Squadron (GDW, 81)
K Adv 5 Trillion Credit Squadron (GDW, 81)

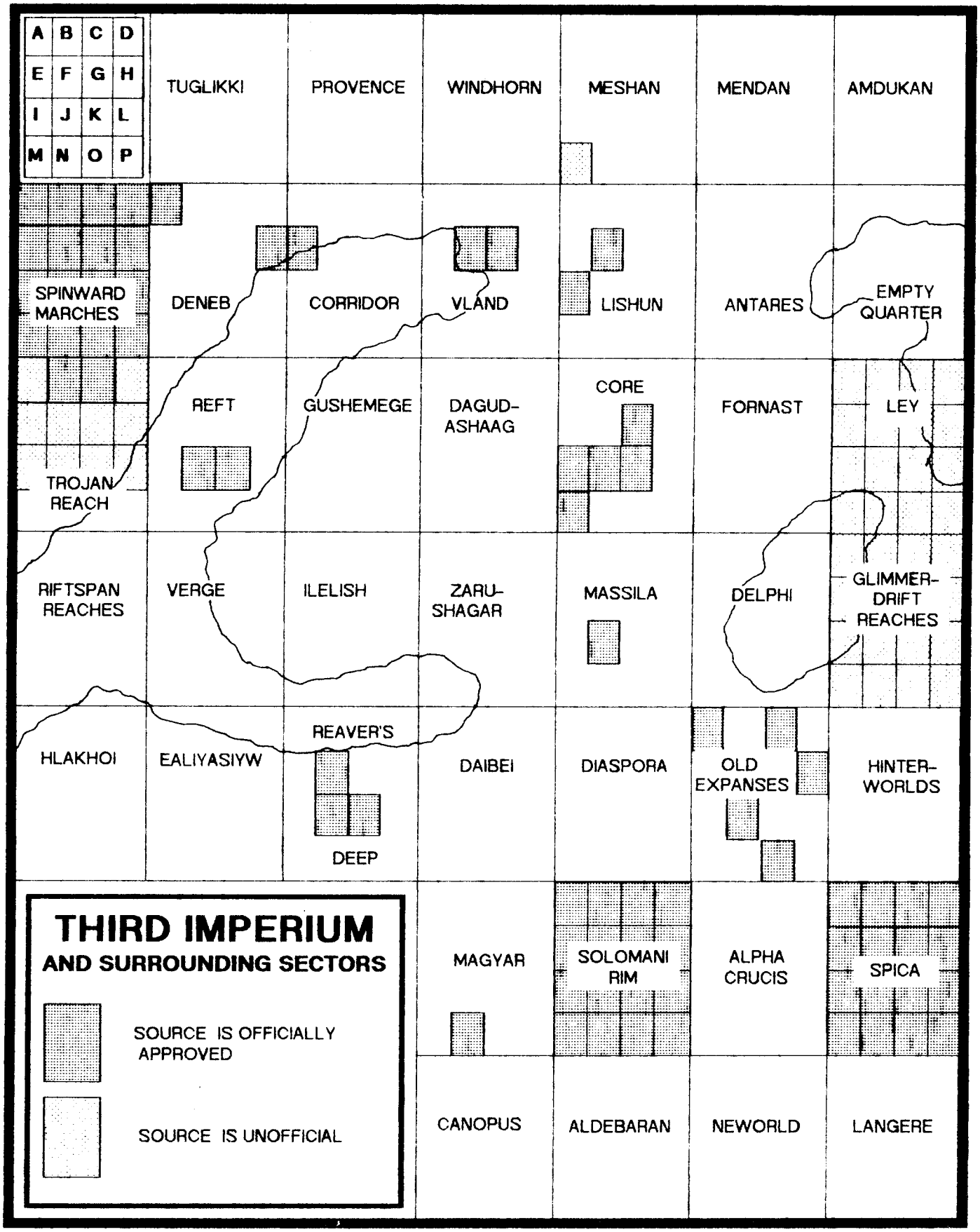
SOLOMANI RIM SECTOR:
All Supp 8 The Solomani Rim (GDW, 82)

SPICA SECTOR:
All *Coming soon from Wrekt Enterprises*

SPINWARD MARCHES SECTOR:
All Supp 3 The Spinward Marches (GDW, 79)

TROJAN REACH SECTOR:
A Third Imperium #11 (Jackson, 88)
B Adv 4 Leviathan (GDW, 80)
C Adv 4 Leviathan (GDW, 80)
D Third Imperium #3 (Jackson, 86)
E Third Imperium #8 (Jackson, 87)
F Third Imperium #7 (Jackson, 87)
G Third Imperium #1 (Jackson, 86)
H Third Imperium #5 (Jackson, 87)
I Third Imperium #9 (Jackson, 88)
J Third Imperium #10 (Jackson, 88)
K Third Imperium #2 (Jackson, 86)
L Third Imperium #4 (Jackson, 86)

VLAND SECTOR:
F Travellers' Digest #4 (DGP, 86)
G Travellers' Digest #5 (DGP, 86) ●


A B C D
E F G H
I J K L
M N O P
TUGLIKKI
PROVENCE
WINDHORN
MESHAN
MENDAN
AMDUKAN
SPINWARD MARCHES
DENEB
CORRIDOR
VLAND
LISHUN
ANTARES
EMPTY QUARTER
REFT
GUSHEMEGE
DAGUD-ASHAAG
CORE
FORNAST
LEY
TROJAN REACH
RIFTSPAN REACHES
VERGE
ILELISH
ZARU-SHAGAR
MASSILA
DELPHI
GLIMMER-DRIFT REACHES
HLAKHOI
EALIYASIYW
REAVER'S DEEP
DAIBEI
DIASPORA
OLD EXPANSES
HINTER-WORLDS
MAGYAR
SOLOMANI RIM
ALPHA CRUCIS
SPICA
CANOPUS
ALDEBARAN
NEWORLD
LANGERE
THIRD IMPERIUM
AND SURROUNDING SECTORS
SOURCE IS OFFICIALLY APPROVED
SOURCE IS UNOFFICIAL

PROVINCIAL LANGUAGES

Linguistic ties in *Space Master*™
by Glen Allison

In the *Space Master* universe, the different provinces were established by companies that invested the time and money to go to the stars. These companies were many times subsidized by various Terran governments and also had certain cultural ties and backgrounds that were to influence the development of the separate provincial languages. Just as modern languages today are derivitives of older languages, the provincial languages of the current *Space Master* mileiu are based on the languages we know today. **The Space Master Companion** and the newly revised *Space Master* give us some clues as to what cultural background (and, by implication, what languages) were to influence the development of the current languages. Sufficient information is not provided for every province to establish language connections, and in these cases I have tried to set something up rationally.

I wanted to create some kind of chart that would show me the language relationships between the provinces and would also tell me how easy it would be for someone who knew one language to understand another. On Terra in Prelmp 9657 (1988), languages were different enough that just because a person knew one language, there was little chance of understanding another language unless it was merely a dialect (American, English and Australian, for example). At the current game time (10,000 years in the future), the languages and dialects have blended together such that a person might have a better chance of communicating with someone speaking a different language.

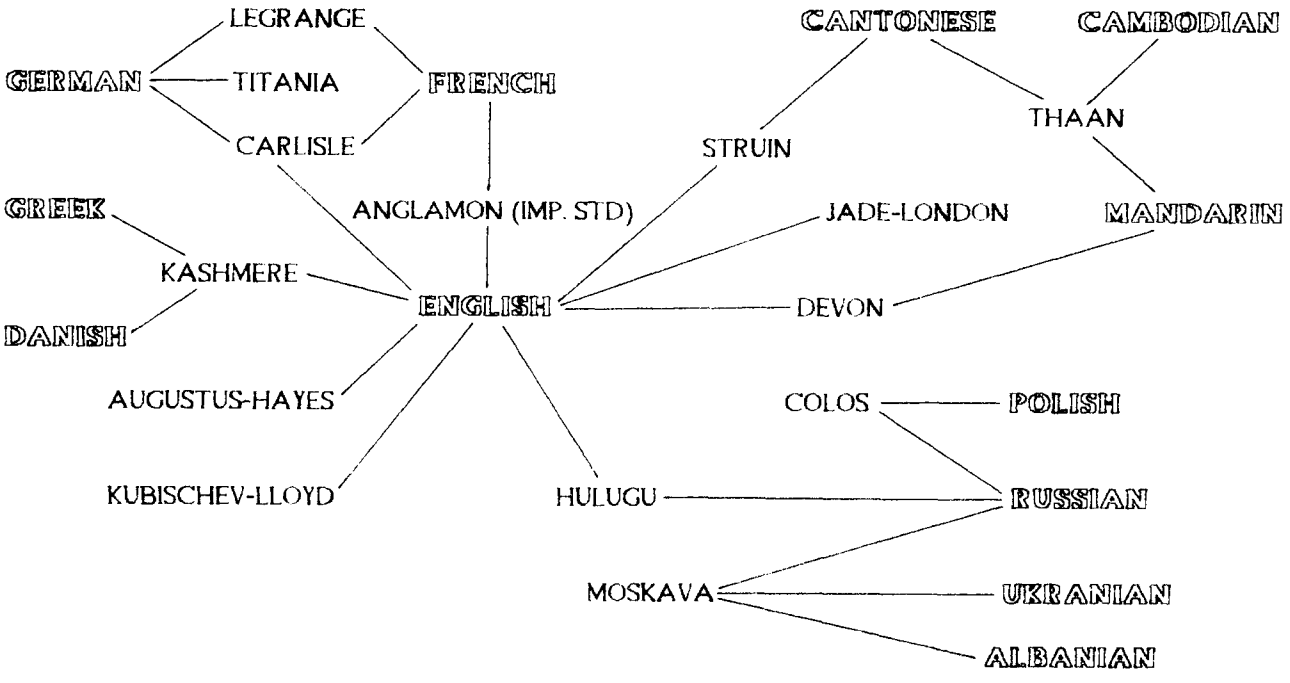
The first chart below indicates the provincial and Imperial language/cultural ties. The second chart shows the provincial language connections and also shows the level of difficulty in understanding another language.

To determine if a PC or NPC can communicate with another who speaks a different language, just follow the steps outlined below.

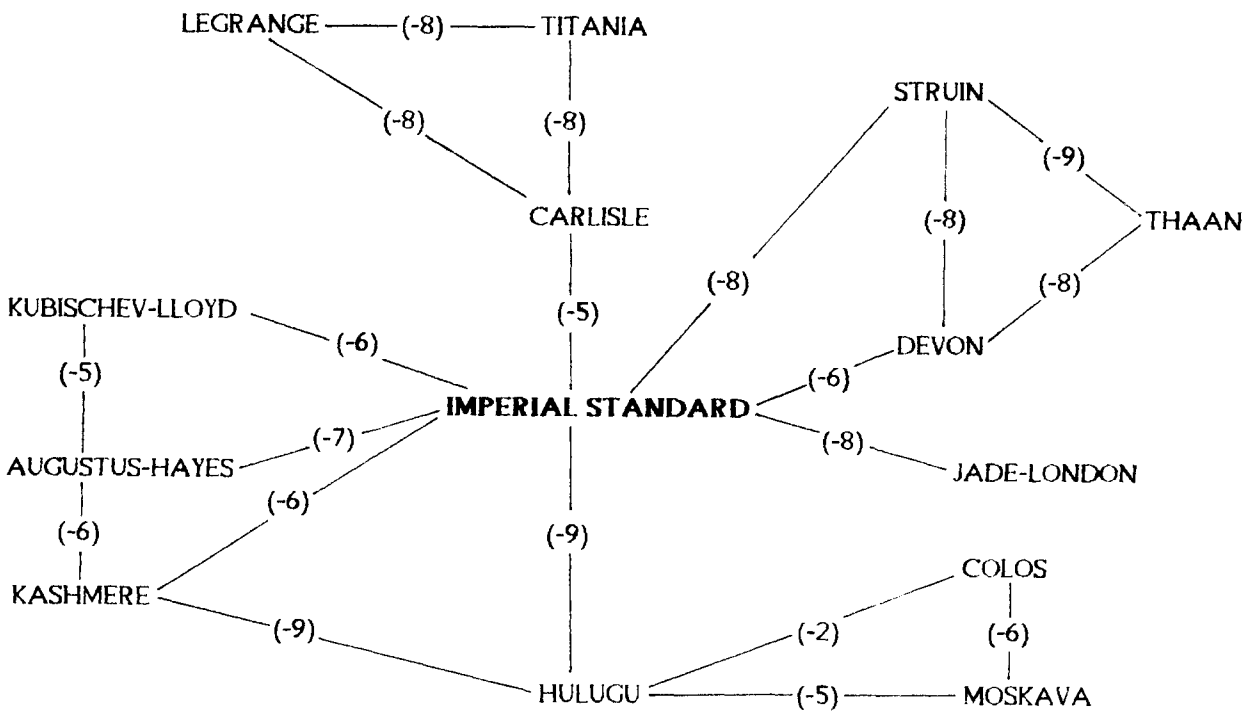
1) Subtract the number on the connecting line (-x) from the PC's known language rank to determine the chance to understand a connected language.

2) If the difference is positive, use that number as the new rank number. If the difference is zero or negative, then the PC has a percent chance to understand certain key words of the connected language as follows: Rank 0=40%, Rank -1=25%, Rank -2=15%, Rank -3=5%, Rank -4=0%. ●

INNER PROVINCE AND IMPERIAL LANGUAGE/CULTURAL TIES



LANGUAGE CONNECTIONS



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STARBATTLES (MAINLINE)

An overview provided by Future Combat Simulations

OPENING LINES (From STARBATTLES)

STARBATTLES (Mainline) is an intermediate level game of tactical space combat. It is basically a two player game, as the scenarios are set up, but can be played by any number of players. Each die-cut counter represents a single ship varying in size from a Cruiser to an Escort, a Mooring Station, a Space Station, a Base Station, Spacecraft or a Small Freighter. The Ships are of the **MAINLINE** design. Of these there are two types in each class. They are **ROWEX** and **LINEX**. The significance of the two types are visible on the individual ship diagrams and are further explained in the rules on combat. The Small Freighter also comes in these two types. However, these freighters are of the **VTOL** (Vertical Take Off and Landing) design. The stations are of the **ROWEX** type only and are Shipyard Stations.

Each hexagon (hex) on the mapsheet represents 62,173.3 miles and each turn represents 20 seconds of real time. Each ship (freighter or station) is represented by a counter on the mapsheet and by a configuration of its component systems on a separate control sheet. This control sheet is in the form of a diagram which is comprised of hexes and gives a basic outline of the ship, freighter or station. The **CONTROL SHEET DIAGRAM** provides both a reference of what a unit started with and what is left after each turn of combat.

BACKGROUND

If there is such a thing as a twin Earth, Tobrica is it. As a matter of fact, everything about Theo, the star system of the "Theophylites of Tobrica", is identical. From the small yellow sun to the asteroid belt to the atmosphere on Tobrica, everything is identical. However, the people are different. That is, they are not twins to those in existence on the planet Earth.

In the Theophylite year 2055 (which corresponds exactly to Earth years!), the Theophylites first experienced interstellar travel. "Warp Corridors" had opened the spaceways to other star systems and the Theophylites began to expand, looking for their "Brothers in Theoselbib".

The first truly interstellar war began in the year 2197 when the Theophylites encountered the "Primidones of Goxin". The war had lasted for less than eight years when the two races signed the Treaty of Uench and retained an outpost in both of the star systems that they shared, Uench and Torade IV.

The Second Interstellar War erupted in the year 2207 in Torade IV, and in Uench during the following year. However, it was conducted by the ground forces in each system rather than the main fleets of each race. This war lasted for less than four years.

The Third Interstellar War began in the year 2283 when another race joined in battle against the Theophylites, and later against the Primidones. However, this new and hostile race, the "Ramycin Empire", became allies of the Primidones shortly after their second battle against each other. The new allies now posed a threat to their enemy on three fronts. After a catastrophic battle at Torade IV a ceasefire was declared, ending the war after nine years.

The Fourth Interstellar War began in the year 2311 and lasted eighteen years! But this time three more major races had come into the picture: the "Carbamez Federation of Planets", the "Ghoords of Ghoordia" and the "Nads". The first two races joined forces with the Theophylites while the Nads spurned all. The Nads at this time in the war were more powerful than all the other races combined. Thus, they waged war on everyone, relying heavily on automated weapons and defenses and deadly suicide ships. In the year 2329 the Nads launched a massive attack that devastated over 90% of all fleets, including their own. The Fourth Interstellar War came to an end.

In the year 2350 the Nads began their attacks again. The war lasted lasted for more than twenty years, but nobody knows exactly how long. The Fifth Interstellar War has become known as "The Interstellar Holocaust" because every single manned warship was destroyed. Most colonies and outposts were devastated. Bases and shipyards became masses of floating rubble and twisted steel and debris. Every star system of each empire was cut off from all others. Left to fend for their lives on battered planets were injured and frightened survivors. And the void of darkness between the stars was left in an eerie silence.

PRELUDE TO THE SIXTH INTERSTELLAR WAR

Four score and seven years have gone by since the Interstellar Holocaust. The Fifth Interstellar War had involved more robot ships and suicide ships than all the past wars combined. Due to the great quantity of these ships came the merciless, vicious annihilation of over 85% of the populations of each race and the virtual destruction of technology.

Every star system was cut off from all others. There wasn't a manned starship available anywhere, with maybe the exception of a few intact fighters and boats that had safely hidden on a few planets. Survivors had to rely on what available resources they could find and their own education, memory and know-how that was passed down over the years.

For the most part, ground bases were available. Actually, the remains of such were available, but they were only good for researching weapons and defenses. Fighters and boats, if any, offered nothing in the way of starship designs. So there was little to no information from which to develop from. What's a poor survivor to do? Start anew!

The people of every surviving planet had no other choice but to begin with this new challenge. They built their first ships armed with laser cannons, guns and interspace missile launchers (the base from which most other weapons stemmed from in one way or another) and a few unique designs never used before.

The Theophylite homeworld survived; the Primidone homeworld did not. Nevertheless, both races had several colonies and outposts that complete annihilation had passed by. And they all had one goal - to attain space travel once again. And that they did, and because they all had a good idea as to what may be laying in ambush behind the next star, planet, moon or asteroid, they went well prepared in the same old tradition of warfare. ●

SCENARIO SUBMISSION RULES FOR STARBATTLES (MAINLINE)

Scenarios 7S and 55S from **STARBATTLES (Mainline)** are variable scenarios. They were created specifically to allow gamers to develop their own scenarios. A future scenario package will officially contain twenty (20) scenarios. This allows for flexibility on my part and imagination and creativity on your part. Gamers and readers may create and submit their own scenarios for possible inclusion in this article. Please use the following guidelines for your scenario submission:

1. Ships to be used should be taken from those available from the first three scenarios in **STARBATTLES.**

2. One (or maybe two) different ships may be designed and accepted as being built special order for the purposes of a given scenario.

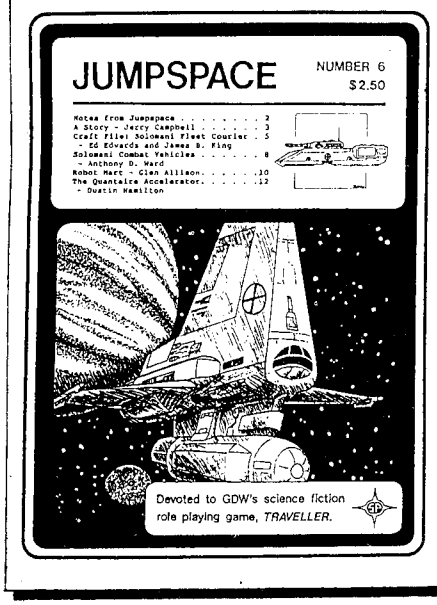
3. Weapons and other systems used should be only those available at that given time.

4. Victory Conditions and Special Rules are of the greatest interest, but try not to make them overly complex.

Please use the following for submission format:

1. Prelude (purpose of mission)
2. Initial set-up:
   A. Theophylite's Promotian Allies
   B. Primidone's Tshaka Colonists
   C. Others
3. Approximate play length of the scenario.
4. Victory Conditions.
5. Special Rules.

Submit to: FUTURE COMBAT SIMULATIONS
Special Scenarios
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JUMPSPACE BACK ISSUES

Jumpspace was the forerunner to **Voyages**. As such, it was an amateur magazine supporting GDW's *Traveller*™ RPG. We'd like to clear these back issues from our inventory, so we've discounted the cover price! There is a limited availability, so order soon.

$2 (ppd) for each issue or $5 for all four!

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NO. 4 A Moment with Naval Architect Tyler Purcell; Small Craft for System Defense; *Sentry Class* SDB; MK XIV Liquid Explosive.

NO. 5 *Vargr Special.* Vargr Combat Vehicles; Vargr Scout and Courier; Vargr Tracked ATV; Psi-staff of the Ancients.

NO. 6 A Story; Solomani Fleet Courier; Solomani Combat Vehicles; Robot Mart; Quantaire Accelerator.

FUTURE VOYAGES

A LOOK AT WHAT'S INSIDE OUR NEXT ISSUE.

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